

HADES

VILLAIN GUIDE



Hades' Objective

Start your turn with at least three
Titans at Mount Olympus.

To achieve Hades' Objective, you must play
Titans to The Underworld and move them
across your Realm to Mount Olympus.



Important: Trapped Titans do not count toward your Objective. However, you can win even if there are additional Titans trapped in your Realm.



Titans

Titan is a card type unique to Hades. You must lead at least three Titans to Mount Olympus in order to achieve victory. There are five Titans in your deck and each one has a powerful Ability.



Titans function much like your Allies, but they must be played to The Underworld. You may move a Titan using the Move an Item or Ally action. Don't forget to use the Titan's Ability each time he is moved.



Just like Allies, Titans may be used to defeat Heroes by performing the Vanquish action. However, because they are still discarded when used to defeat a Hero, this could set you back in getting Titans to Mount Olympus.

Trapped

During the game, Titans may be trapped by cards in your Fate deck. Rotate the card 90 degrees to indicate that the Titan is trapped.



While a Titan is trapped, their Ability is ignored. They may not be moved or used to defeat a Hero. In addition, trapped Titans do not count toward your Objective.

You can untrap Titans by playing Planets Align, or by using Pyros' Ability. When you untrap a Titan, rotate the card back to its normal position to indicate that it is no longer trapped.





Make Them Mortal

Mortality Potion will help you defeat Heroes without sacrificing your Titans. If you play Mortality Potion on a Hero, you'll be able to use Titans to defeat that Hero

without discarding the Titans. Any Allies used are discarded as normal.

Ride Your Chariot

Chariot will give you extra actions during the game.

After performing your normal actions, if Chariot is at your location, you may "ride" the Chariot to any other location and perform one available

action there. Chariot may only be used once per turn and may not be used to perform a Fate action. You may use Chariot in the same turn you play it.



Let's Get Ready to Rumble

In addition to the Move an Item or Ally action, you can use Get Ready to Rumble! to move Titans toward Mount Olympus. You may either pay 2 Power to move a Titan one location or pay 5 Power to move a Titan two locations. You may only move one Titan when you play this card, and you may not move trapped Titans.



Note: If you move a Titan two locations, it is considered a single move and the Titan effectively jumps over the first location. Only Abilities at the Titan's final location are triggered by the move. Any Abilities at the jumped location are not triggered.